Neverending one shot

#day the ##th (played between late 2017? And late 2019 bits labled as notes added 2024)

We start with our two heroes Thea the elf rouge and Zeric the tiefling warlock Joining "the guild" who regulates adventurers in this city. But before they can go on adventures they must register as a team. They form team rocket and then proceed to the testing arena (think indoor school basketball court) where they first battle a rat and a giant spider each followed by a series of tests/traps to retrieve an artefact to decide their ranking while being examined/helped but a tester. First is the pitfall they must navigate their way over a floor covered in squares of different colours with symbols on them the correct path will lead them to next room. They get past this with only a few mishaps like getting hit with a fireball and slipping on a square with a banana symbol on it. Right at the end Thea tries to jump to the end but smacks into a fake door, the impact of which opens the real door.
The next room was dodge the poison darts (where I think Thea got hit a few times) after that was the room of spikes. They dicked around there for a bit before figuring out that the spikes on the floor were just a mirror allusion. The next room was the dodge the blades of death from Indiana jones (which they failed to pick up on despite me practically telling them) they lost points in this room. At this point I should say that as the cleared each room the traps of the previous rooms were disabled and covered as well as the walls in between rooms removed. The final room is the idol on a plinth (stand) in the middle of the room they pick it up and have to out run a boulder to get back to the start. They barely manage that almost getting squished more than once they then hand the idol to the tester who grades them, their final test is to battle two random monsters which end up being flaming skulls. After Zeric the warlock saves the day in the end (Thea got knocked out) the finally get rank C. They then get healed by the resident cleric and choose to take a mission to retrieve a book that a Necromancer left behind at a camp after the last Necromancer's get together. They take to omnibus to the town (whose name recently changed) where the camp is and are warned by the locals that it is a bad place going so far as to call it things like “camp doom”. Team rocket just ignores them and ventures forth, as night and the mists approach they entered the camp by the lake and find the cabin with the red door occasionally a chhehe hahaha sound would be faintly heard, there is no sound of animals around. They get to the cabin and find a dead body inside (a Necromancer joke) and use a trapdoor to get down to a dirt cave/basement with the book down there on a pedestal the necromnicon! While they are down there someone comes in and thumps around the cabin and leaves. Our heroes then try to sneak out but are ambushed by Jason a battle ensues during which one cool sequence happens the warlock uses a fear spell to cause Jason to run into the lake which weakens him but then he ducks beneath the water breaking visual contact with the heroes and as the warlock try's to blend into the shadows he bumps up against Jason in the shadows! (because he can teleport because horror tropes) any way after a few hits and misses (mostly missis because I forgot to add the modifier to the attack roll so just pretend that Jason was toying with them) the warlock tries to use the necromnicon against Jason his first attempt removes his regeneration abilities the next banish him to

hell. With him banished team rocket leaves with book in hand. After credits scene they go Jason's arm punches out of the ground forming a fist. (has no bearing on next adventure)

Jason's Revenge
We start back at the guild where team rocket it being debriefed in the debriefing room after they have returned the book back to owner. It is hinted that the book was put in basement as a prank and the dead body was also a prank to scare whoever booked the camp next. Once they are done team rocket get their reward and are led to an office where they meet Bork the Orc paladin who wears a phantom of the opera half mask which magically makes him look human and balderdash (not his name but close to) a tiefling something sorcerer? Plus, a half elf ranger who's name I forget. They are part timers called up to bolster numbers for missions. This time there is a strange weather phenomenon happening up north (a sharknado in fact) they potion up and they set off then things get odd, they manage to catch a ride on the magic school bus (nat 20) and get dropped off in wilderness just outside of where sharknados are coming from. They then rush toward the sharknado and fight 5 land sharks at some point aliens hover over and abduct bolderdash (in real life random person did not turn up so we had extra character being played by same player) they fight the sharks but get K.Oed, total team wipeout however Bork’s god revived them and restored them to full health and they slay the sharks. But one is scared away by warlock and it returns with the zombie sharkenbear! A zombie bear with sharks for arms who can conger sharknados which it uses to trap them all in one spot. Battle commences once more and part timers get knocked out again but Thea then attacks Bork killing him which cause an explosion and a pipe organ recital with a golden tornado full of lines and music notes, killing the sharkenbear and the sharks. It also rips open the ground where this betrayal happened, this is where this night ends. (note Borks player was cool with the whole killing thing as it was the end of the night and he was only playing because his main DM wasn’t running that night so he didn’t expect to be in the next session)

Jason's revenge part dux
Continues where we left off our "heroes" team rocket having just stopped the sharknado and the part timers are gone being dead (Bork the Orc paladin) missing (balderdash abducted by aliens) and comatose (ranger (player didn't turn up)) as Thea ransacks the rangers body suddenly the Guildish inquisition! One inquisitor and his subordinate an elf bard junior inquisitor. They are here to survey the scene make sure protocol is obeyed ... Yada yada yada ... And punish those who fail to conform with the guidelines. The inquisitor immediately starts deducting points and giving hefty fines for part timers conditions (the inquisitors also come to the conclusion that Thea murdered Bork). He then checks to make sure that they studied their copy of ‘how to survive a sharknado’ which Thea did not (roll fail) and she had to take a test which she barely passes. The group decides to make camp as night is approaching so they move off into the woods as the clearing is full of shark corpses and the spot Bork died is glowy and ominous. That night on Thea's watch the ranger vanishes then later on Zeric the warlock’s watch the senior inquisitor vanishes. On the bard inquisitor’s watch there are screams and lights coming from the clearing and he wakes team rocket up (they weren’t that keen on doing anything) and forces them to help

investigate. As they head off in the direction of the clearing rangers body falls and hangs upside down by one leg in tree which then snaps off (the leg that is) which Thea picks up and takes with them (I don't know why) they then carry on to edge of clearing where Jason (who emerged from hell portal created when Bork was murdered.) is using the senior inquisitor's body on makeshift altar for ritual. It is to be noted that hell mouth has turned into stereotypical fleshy warhammer boney hell mouth using bodies of shark's which is why there are no shark corpses remaining in the vicinity. As the group hides in the shrubbery on top of a small bluff they watch Jason, Zeric the warlock figures out Jason is trying to summon something big and powerful. They then move up and attack with darts from the cover of some trees drawing Jason's attention he strides toward the spot where the darts came from failing to see Thea. Zeric the warlock tries a spell he copied out of the necromnicon but all it does is remove his fire resistance. While this is happening the bard inquisitor sneaks over to alter (Jason notices but is enraged and focused on where the dart attack comes from) and decides to shove the body into the hellmouth using his rapier his first attempt fails and he shishkabobs the body which lets out a piercing scream which jolts the bard inquisitor and causes him to fling the screaming corpse into the hell mouth causing the ground to shake. Jason after failing to find his attacker rounds on bard who using his performing skills pretends to be Jason's mother and sends him after Thea (he intended it to serve as a distraction) but team rocket then starts to attack the bard. After the warlock blows up the alter with Jason next to it Thea attacks bard for setting Jason on her and the warlock does because he really does not want to pay those fines and with no witness he won't have to. After Thea finishes off the bard team rocket out runs Jason and jumps into the hell portal.
To be continued... (note pretty sure Borks player played bard inquisitor)

After falling for an age they land in hell where the inhabitants are fleeing something that is shaking the ground. It is Godzilla! He emerges from the dark unaware and uninterested in those fleeing before him. Of course, Theas first thought is to attack it. It did not go well they teleported on to the side of his head and tried to attack his ear hole but that didn't work all that well and they were just tiring not to fall off the side! During the "battle" the magic school bus turned up again and was blasted by Godzilla who then squished Thea and Zeric the warlock. Later after they chose a symbol for their heads they woke up in a green room and found out they were dead and had the opportunity to face off Jason in hells number one gameshow, Dungeon! Where they had to search for a golden Pikachu all the while solving puzzles battling monsters and avoiding Jason. If they succeed the will become daemon princes. They begin and in the first room the battle some 4-armed skeletons. Next, they reach their first puzzle which was a sound lock door with a "keypad" full of symbols including a banana a bat and a man (the answer was nanananana batman) the then battled a random spider and then entered a bone room full of skull-spiders which they fought off during the fight Thea accidentally shot Zeric the warlock in the face and he lost his eye. Also during one of the skeleton battles Thea tried to seduce with her famine wiles and caused it to shack and rattle itself to death. To be continued... (note coincidently Borks player helped run the latter half of this session as he was free again, I would like to point out apart from the middle two which were weeks apart most sessions were months apart so there was no reason to expect him to

be available. Unlikely to continue as shop closed and players lack communication.)